



Crash Bandicoot

For Nintendo DS
Proposal by WayForward

1. Mission Statement

- To give Crash Bandicoot the WayForward treatment, giving the game a “spin” that only we can!
- To return Crash to his PSX glory days!
- To focus on enhancing the classic gameplay that made Crash great in the first place
- To showcase the emotions and personality of Crash through the gameplay
- To create a hybrid platformer that does Crash justice
- To capture the artistic styling for the console “Crash Landed”

2. Crash Landed!



(Note: all images in this document generated by WayForward for this proposal)

Crash DS uses the art style of Crash Landed for consoles, giving the game a fresh, cartoony feel. While he cavorts around, the reborn and restyled Crash is emotive in ways that he never was before. The gameplay is a mixture of classic Crash games, boldly mixed in with a new item system. Crash finds a single item part in each level, and then combines them to create new gadgets that mix up the gameplay and keep it fresh! This whole adventure is set in a hub world represented by Crash’s Island home, which he must explore in order to unlock the secret of his own past and defeat the evil Dr. Neo Cortex.

In keeping with a “return to the roots”, this game aims to create a very organic experience! From the HUB island to the unhindered gameplay, this game is smooth as silk. Like the Crash games of old, there are no tutorials, hand-holding, extended cinematic cut scenes, or interface. The game is intuitive enough to require none of these contrivances; it’s truly pick-up-and-play! Best of all, the story and mood are conveyed through the gameplay, which sucks the player into this bold new world.

3. Game Type

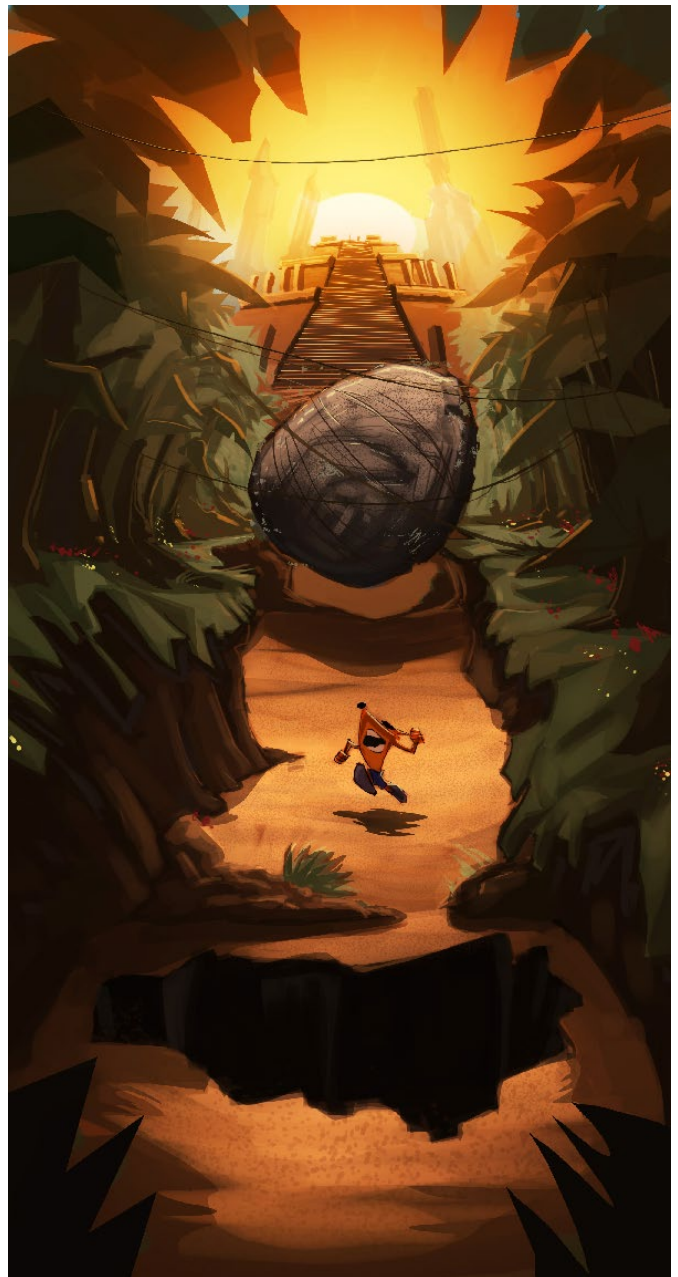
Crash Bandicoot is a platformer at heart. His early titles focused exclusively on action; timing puzzles, crate jumping, collecting crystals, finding secrets, and running from big scary things. Unfortunately, some later Crash games lost sight of this gold-standard gameplay, and Crash's popularity and review scores suffered. Therefore, Crash DS marks a return to form with platforming and timing puzzles, but this time with a twist! Enter the items!

Item Overload!

Crash collects items throughout the course of his adventure, but instead of finding only crystals and gems, he will find useful components that combine to make new items. These items take the forms of projectile weapons and strange gadgets that help Crash through the stages. Some possible examples:

Weapons

- **Ice Blocker**
 - This weapon fires an ice shard that freezes the first enemy it touches! These enemies form ice blocks that the player can jump onto to reach secret areas. Also use it to freeze waterfalls and lakes for a limited time, but cross quickly before they thaw!
- **Sucker Upper**
 - This vacuum sucks up enemies and crates, and spits them out again. Fire once to suck up, and again to spit out whatever you sucked up. It can be used to get rid of pesky patrolling enemies, and also be used to suck up TNT or nitro crates. Get them out of the way or save them for later use! Save a crate through the whole level, and then use it on a crate at the very end.
- **Rubber Bander**
 - Fire the 'bander to stick a rubber band to a crate or enemy. Fire again to attach the other end to whatever surface you desire! The two ends will snap together! Stick an enemy to a ceiling or rubber-band the



legs of a large enemy! You could also use this on crates: stick one side to a TNT crate and another side to a metal crate, and blow up that metal crate with impunity as the TNT crate smashes into it!

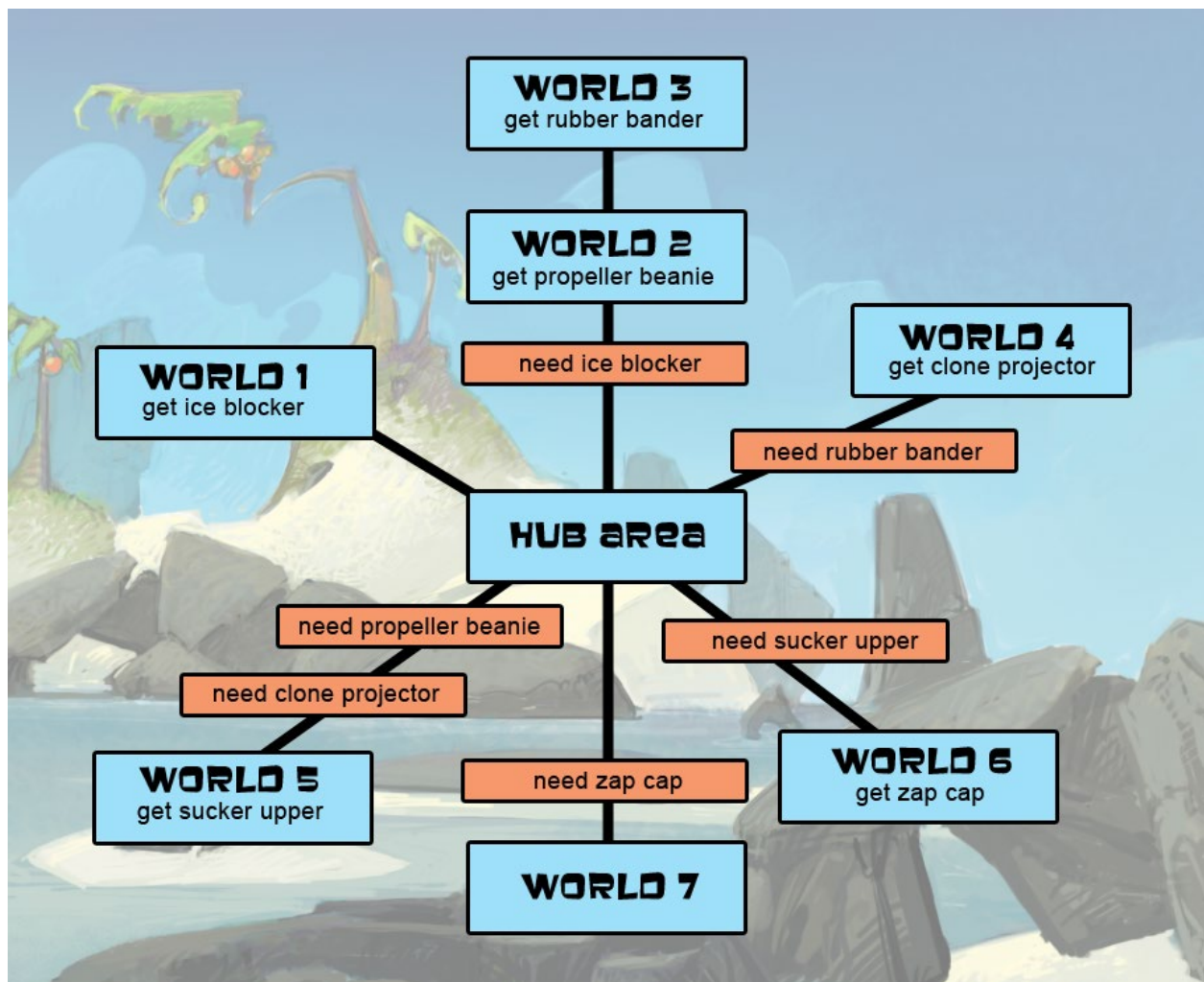
Items

- **Propeller Beanie**
 - Besides looking stylish, the propeller beanie gives Crash a little extra lift. It's like having a third jump. Use a jump-spin-propeller combo to get across the mightiest gaps. Additionally, you can hold the button after jumping to hover briefly.
- **Zap Cap**
 - Don the Zap Cap to give Crash a shock that electrifies him for a short period of time. Crash illuminates dark areas while lit up. During this time, all enemies he runs into will be electrocuted! Also, Crash can Zap generators and powered lifts to get them working again so he can ride them.
- **Clone Projector**
 - This hi-tech gizmo creates another copy of Crash wherever he is standing. It acts as a decoy that enemies and projectiles will gravitate towards, leaving the real bandicoot alone. The clone can also be used to hold down switches, keeping doors open or hazards disabled.

4. Game Structure

Crash DS is structured using a hub area that connects to the meat of the game. This hub area uses branching paths like the original Crash games and otherwise plays like a normal Crash level, albeit with many destinations. Crash's Island is separated into "worlds" that you can only access once you have collected specific items. This way, the player must collect the items before going to the world in which they will be used. Once you are in a world, the levels inside may be played in any order. This structure is a bit similar to *Crash Bandicoot 2: Cortex Strikes Back*, but with a more organic analogue than a tower hub.

Here is a sample world structure based on the items in this document:



5. Moment to Moment Game Play:

Once you enter a level, these are the tools you will have available. In Crash DS, it's all about jumping into the action and having fun immediately!

Mobility

Crash moves around using the D-Pad. He can use his trademark spin attack (Y), jump (B), and press (R) to slide. When he jumps from a slide, he can do a high jump. These basic moves form the Crash Arsenal:

- Run
- Jump
- High Jump
- Slide
- Spin

Weapons

New to Crash DS, Crash can equip a single weapon that can be switched out at any time using the DS' touch screen. These weapons have finite ammo that must be collected from ammo crates, and are shot by pressing (A). These weapons are used as environmental puzzle-solvers as well as to instigate carnage! Turn an enemy into an ice block platform or stick him to the ceiling using the Rubber Bander! The possibilities are finite!

Crash fires the weapon in whatever direction he is facing. This means that because we have digital input, it will feel like 8-way control.

Helper Items

Crash can equip a helper item at any time. Activate it by pressing (L). Fly across pits using the propeller beanie or create a doppelganger that enemies will target instead of you! These items can be used over and over again; they do not need to be repeatedly collected.

Switching Items

The player can switch items at any time by tapping them on the touch screen. Big buttons for the items can be pressed with a thumb. This touch screen HUD will also house any information you need to know about the current game in progress, but will be quite minimal.

Collectibles

Strewn throughout the levels are collectibles that must be hunted down. They aren't all necessary, but seeing that 100% is a completionists' dream! At WayForward, we know how to blend casual with completionism, so this is a no-brainer for us:

- Item/weapon piece: 1 per level

- The player must grab each item piece in the world in order to build a new item/weapon. These are must-find items!!
- **Crate completion gem:** 1 per level
 - Break all crates to obtain this gem. Gems are the super unlockable and are used to obtain the best game ending.
- **Crystal:** 2 per level
 - Find these crystals to unlock bonuses like concept art. Collecting more crystals lets the player unlock bonus levels that are extra-tough.

6. Baddies and Objects

Game Objects

Many in-game objects return from previous Crash games, but just as many are all new. Some examples:

- **Crate**
 - Jump on it for a jump boost, or spin to break it
- **Multi-Hit Crate**
 - Can be jumped on multiple times
- **Steel Crate**
 - Can be blown up with a TNT crate or shot with certain weapons
- **TNT Crate**
 - Kills you when you spin it. When you touch it, it counts down from 3, then explodes! These can be used in chain reactions.
- **Nitro Crate**
 - Touching these means instant death
- **Invisible Crates and ! Crate**
 - These crates are shown only as outlines until Crash hits the ! block, at which point the crates fill in and can be used as platforms.
- **Ammo Crate**
 - This crates contains ammo for Crash's new weapons
- **Trap Crate**
 - This crate starts out open until Crash walks into it. Then, it snaps shut and Crash must bang-boom-bust his way out. The cool part about this crate is that it can be used to trap enemies; just get them to follow in your path!
- **Mini-Ball**
 - This little version of your arch-nemesis, the rolling ball, lies still on the ground. If you spin it, it will get started rolling forward, smashing enemies in its path and breaking down walls to reveal secrets. However, you must keep up with it!
- **Spin Motor / Platform**
 - This little motor is broken. By spinning it up, Crash can move the attached platform in small increments. Spin, spin, spin and the platform will move,move,move until it is close enough.
- **Switch Crate**
 - Certain levels have red and blue crates. When blue crates are visible, red

crates are invisible, and vice-versa. Crash can hit the switch crate to change which crates show up. This can be used for very devious action segments

- **Bee Crate**
 - Spinning this crate releases a swarm of angry bees! Crash has to run away from them until they give up, or lure them to an unwitting enemy

Enemies

Crash's enemies are all about timing. In this game, they will be more reactionary to your actions, and be tougher opponents so that Crash's new items will be required. Here are some examples of new enemies that could be dispatched with your new items:

- **Rocket Roo**
 - This rabid roo fires rockets at Crash! Use the sucker upper to spit 'em back or distract the homing rockets with your clone!
- **Big Leg Stepper**
 - This big beast has two long legs. Tangle him up with the Rubber Bander to send him Crashing down.
- **Bull Charger**
 - This guy charges at you when he sees you. If you make a clone, however, he'll charge at that instead.
- **Magnet Monkey**
 - This monkey is too heavily armored to jump on and destroy. When you use the Zap Cap, he will be repelled by your electromagnetic field.
- **Flying Squirrel**
 - When you use the sucker upper on this guy, you suck to him as he flies through the air! Keep the vacuum on and Crash will continue to hold onto him. This way he can carry you from place to place! Make sure to release at the right time, not over a pit or other hazard.
- **Lava Bug**
 - This bug hops out of the lava, but a quick blast with the ice blocker will turn him into an ice platform that Crash can stand on. Move quickly, because that ice melts fast.

Bosses

As if platforming through vicious challenges on a hostile island weren't enough, Cortex's minions are also after Crash! Bosses are of the "three hits to kill me" variety. Each will require using the item collected in the world against him! Here are some examples:

Immortal Wombat

In his lair, the immortal wombat has a Lazarus pit that keeps him eternally invincible. After chasing Crash around and taking damage, the wombat will return to his pit to recharge. When he is about to hop in, use the ice block on the pit to freeze it over and prevent immortal wombat from revitalizing himself!

Paraplegic Platypus

Despite being unable to move his arms and legs, this manic mammal is dangerous. He

uses telekinesis to move big blocks around and smash Crash. They hover above Crash, then freefall downward. The secret is to use the Rubber Bander to fling the blocks back at the platypus, putting him down for good.

Overdrive Echidna

This Echidna must be pumped up on steroids or something, because he is buffed out and enraged! Lucky for Crash, he's also as dumb as toast. Use the clone generator to make a doppelganger conveniently over a pit. Overdrive Echidna will charge at the pit and fall into it. When he hops out, enraged, he'll smash large areas of the playfield. Using the propeller beanie while he's stomping around makes dodging the seismic attacks a lot easier.

7. Environments



The Sandy Beaches of N.Sanity Island

A tropical Island with a mad scientist running amok is a great setting for a game. As a reboot to the Crash series, we see visiting both familiar and new areas.

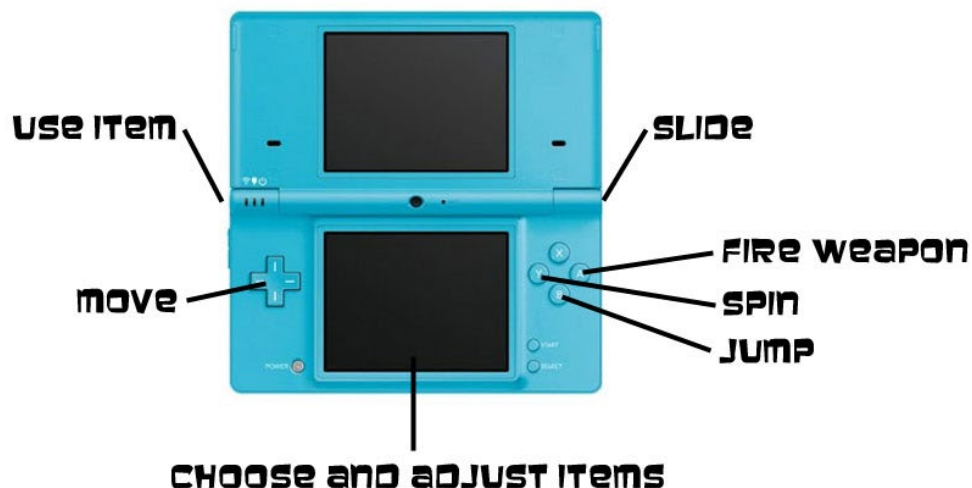
- **Beach**
 - Crash finds himself here on the beach. This area has rainy, melancholy areas, as well as the brightly lit paradise that you would imagine in the tropics. This easy introduction will help players become acclimated to the game and appreciate its rich visual style.
- **Dark Caves**
 - Some areas here are nicely lit, with light streaming in through foliage-covered holes. However, there is also a lot of dimly lit area. Light-up enemies and Crash's Zap Cap will be used to make the environment glow

and show the way.

- **Rain Forest**
 - This is a Crash staple: the verdant rain forest. Palm trees and lush foliage line the sidelines as you romp through paths to victory. This area is full of dumb enemies that will be fooled by your clone.
- **Sweaty Desert**
 - This desert is hot, hot, hot! Staying on the hot sand too long will burn Crash, so he has to stay in the shade. Scorpions and other enemies litter this landscape. Stay cool by making liberal use of the Ice Blocker.
- **Ancient Temple**
 - This temple is another Crash classic. The outer gates and inner fortress have lots of spiked logs, angry natives, and closing gates. Making good use of the propeller beanie will let Crash float over these problems.
- **Land of the Lost**
 - Lava is the least of your worries when you have massive dinosaurs stomping around! Carefully navigate between stampedes and running away screaming from Dr. Cortex's Cybernetic T-Rex! The Rubber Bander is put to great use here to tie up dino legs.
- **Cortex's Lab**
 - Finally, you can find the answers about your past! This technological haven is full of precarious platforms and electrical obstacles. It will take all of Crash's new items and abilities to get through to Cortex!

8. Control Layout

This layout will be familiar to any Crash veterans, and also add some new functionality to freshen up the game.



9. Art Style

Crash DS will make a very focused attempt to adhere to the Crash Landed Style guide. Using the style guide as a template, we will craft a DS game that fits in like a perfect puzzle piece. For further info, please check that document.



A sample Crash Model put together by our crack modeling team.

10. Music

The music in Crash DS will be a mixture of classic Crash tunes and, when appropriate, the 'a cappella' style that has been prevalent in recent Crash games. This Crash will take a mature look at the music, being jubilant in happy environments and perhaps even melancholy in dim environments. We take music very seriously at WayForward, so please look forward to a soundtrack that is catchy and memorable.

11. Scope

- 7 themed worlds plus one hub world
- 6 levels per world, for 42 levels total
- 7 bosses of the “3 hits to kill me” variety
- 20 enemies to fight
- 20 objects to puzzle over
- 7 environments with visual variations of each
- Obtain 6 all-new weapons and items!
- Minimal interface
- 4 secret baubles per level
- Overall play time: 5-7 hours to complete the first time through. For completionists.... Much more!

THANKS FOR READING!